Formal Elements

- Paths ∫ ↯
- Moves
- Conflict ✕ →

- What is a game
  ↳ structured conflict
    ↳ unequal outcome
  ↳ aesthetic goal

- Mechanics Dynamics & Aesthetics

- Procedures
  - how to setup
  - rules
  - mechanics

- Players 👤
  - player vs game
  - 1-1
  - multilateral
  - unilateral
  - team vs team
  - multi-player co-op
  - multiplayer co-op

  ○ Relationships?

- Boundaries
  - what is the bounds
  - able to be broken
  - where is the magic circle

3-5 Biases
1. fps aren't fun or constructive
2. I know how to play virtual games, b/c they all follow the same patterns
3. Games can break their magic circle unintentionally

- Objective
  - capture
  - alignment
  - forbidden
  - race
  - operation
  - construction
  - solution
  - outwit

- Outcomes
  - zero sum
  - non-zero sum
    > Sardines
  - Objective: why?

Playing like a designer
- understand ⎤ both
- observe ⎦
- why are you observing
  - comparison
  - contrast
  - biases
  - familiarity (learned ones)
  - help?
- good & bad games lead
1. check out menus & buttons
2. 1st order optimal strategy
   ↳ imp. lower skill-floor
     - important for new players
3. Break points
   infinite $
4. technical break point
   - bug free vs design
     compromise
5. Play to learn
   - 1 hr